



Assignment Brief

Unit Introduction

A technique widely used in industry is **the design cycle**. This gives a designer a structured approach to their work, from the start of a project to its completion. In this unit you will apply all the stages of the design cycle to a project.

In this unit you will learn how to:

1. Assess what a client needs in order to research design ideas.
2. Experiment with design ideas and materials using different interior design techniques.
3. Present a portfolio of development work and finished designs.
4. Review the quality of your design process and finished designs based on customer feedback.

Assignment 4

To complete this assignment, **choose one of the following client briefs:**

1. **A young professional in their first property:**
 - They own a studio apartment in a trendy area of a large city
 - They will start a new job in a creative industry in three months
 - Their parents hire you to design the space which will be:
 - Maximised
 - Used effectively
 - Comfortable
 - Fit a young professional's lifestyle.
2. **A family with a university aged son/daughter:**
 - They own a studio apartment in a city.
 - Their son/daughter is moving in because they will start university in



three months.

- The family hire you to design the space which will be:
 - Maximised
 - Used effectively
 - Comfortable
 - Suitable for a student

3. A couple in their early 30s with a holiday apartment:

- They own a studio apartment with a balcony in an upmarket seaside resort
- They will use it for short holidays
- They like to swim, snorkel and take breaks from their busy work lives
- They hire you to design the space which will be:
 - Maximised
 - Used effectively
 - Comfortable
 - Suitable for a holiday retreat

Further information for your chosen brief:

- The budget is mid-range
- Use the floor plan provided
- Leave the existing bathroom in place
- You must provide functional dual-purpose zoned areas
- The space must have room for the following activities:
 - Self-catering
 - Dining
 - Seating
 - Sleeping
 - Entertaining (client brief 1 and 3)
 - Studying (client brief 2)
 - Relaxing
 - Storage

A floor plan of the space is available in the resources attached to this assignment.



Task 1

‘Interpreting the Brief and Research’

In this task, you will complete stages 1 and 2 of the design cycle.

Document each of the following activities in your sketchbook, using images and written notes to show your research:

1. **Outline the details of the client brief.** Add additional information about the client, including their:
 - Apartment location
 - Interests
 - Tastes
 - Pastimes
 - Careers
 - Preferences that could define the look of the space
2. **Evaluate the brief and the floor plan.** Write bullet points to detail what the design will require in order to meet the client’s needs.
3. **Find examples of projects that are similar to your brief.** In particular, look for projects that design multi-functional spaces. Explore any creative design solutions that you find. Add images and written notes to discuss how these examples help you to develop your own designs.
4. **Add a reference list** to your sketchbook. Cite and reference all the sources you use.

Tips:

- Research small living spaces and multi-functional furniture to get ideas for your brief (e.g. a relaxation area that can be turned into a sleeping area at night)

Deliverable:

- Assignment 4 sketchbook.



Task 2

‘Idea Development, Selection and Testing’

In this task you will complete stages 3, 4 and 5 of the design cycle.

Add all of your work to your sketchbook.

1. Using copies of the floor plan provided, **draw bubble diagrams to explore and develop your initial design ideas.** Create at least two different options.
2. Choose your best bubble diagram. **On a new copy of the floor plan draw:**
 - **Geometric shapes** to represent a possible furniture layout
 - **Arrows** to indicate the traffic flow in the space. If your traffic flow doesn't allow ease of use, experiment further with your bubble diagrams until you find a layout that works
3. **Research furniture, fixtures and equipment (FF&E)** for the space. **Add images and material samples for at least two options** for each design element. **Write notes beside your images** discussing the advantages and disadvantages of each option for your designs.
4. **Select your final choice of FF&E.** Add images and notes beside them, giving reasons for your choices.
5. **Sketch the proposed layout** (roughly to scale) on a copy of your floor plan.
6. **Experiment with different rendering mediums** and render your layout floor plan in your favourite medium to test how colours, materials and textures work within the design.
7. **Add a reference list** to your sketchbook. Cite and reference all the sources you use.

Tips:

- Use the Harvard Referencing Method for citing and referencing



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- Use copies of your floor plan to test different rendering mediums
- Bubble diagrams allow you to define specific zones (e.g. dining zone and sleeping zone) for your design space, creating an overall zoning plan for your project

Deliverable:

- Assignment 4 sketchbook

Resources

Attached to this assignment:

- Important Words and Phrases
- Assignment 4 and 5 Floor Plan
- Resource List Assignment 4



Assignment Grading Criteria

The following is for your reference. Your tutor will be using this scheme when reviewing your assignment.

The following Pass criteria must be met in order to pass the assignment.

Once you have achieved all Pass criteria in all assignments within the unit, you will then be able to progress to the next unit of your course.

Pass criteria

Criteria LO 1.1:

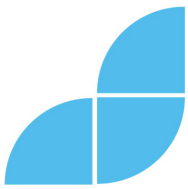
Assess what a client needs in order to research design ideas. Evaluate information in a client brief to identify their needs:

Student evaluated a client brief and floor plan, outlining key details using written notes in a sketchbook (Assignment 4, task 1).

Criteria LO 1.2:

Assess what a client needs in order to research design ideas. Discuss the way similar projects can influence own design ideas in response to a client brief:

Student researched similar projects using images and written notes in a sketchbook. They discussed how the examples help the development of their own designs (Assignment 4, task 1).



Pass criteria

Criteria LO 2.1:

Experiment with design ideas and materials using different interior design techniques. Develop a design concept based on a client brief:

In a sketchbook, student developed a design concept by experimenting with at least 2 bubble diagrams and 1 traffic flow shown on floor plans (Assignment 4, task 2).

Criteria LO 2.2:

Experiment with design ideas and materials using different interior design techniques. Experiment with rendering mediums and materials to explore design concepts and processes:

In a sketchbook, student researched FF&E, adding images and materials samples to explore at least 2 options for each design element. They rendered a floor plan with furniture to test colours, materials and textures (Assignment 4, task 2).

To achieve higher than a Pass:

It is possible, if your assignment goes above the standard expected for a Pass, to achieve Merit or Distinction criteria.

- To achieve a Merit grade for the unit: you must achieve all the Pass criteria and Merit criteria in all assignments for that unit.
- To achieve a Distinction grade for the unit: you must achieve all the Pass, Merit and Distinction criteria in all assignments for that unit.

Merit criteria



Merit criteria

Criteria MO 1:

Assess what a client needs in order to research design ideas. Show creative design solutions from finished interior design projects that respond to a detailed review of a client's needs:

In a sketchbook, student showed images of design projects similar to the client brief. In written notes they explored how they create design solutions and explained how they could develop their own designs. The projects shown demonstrated a detailed understanding of the client brief and proposed creative design solutions (Assignment 4, task 1).

Criteria MO 2:

Experiment with design ideas and materials using different interior design techniques. Demonstrate a structured approach to research and experimentation in order to develop creative designs:

Student produced a neat, ordered and easy-to-follow sketchbook that demonstrated a structured approach to design development from exploring design ideas, testing different layouts, researching and selecting FF&E, and rendering drawings to develop creative designs (Assignment 4, task 2).

Distinction criteria



Distinction criteria

Criteria DO 1:

Demonstrate a highly creative response to a client brief and produce design work to a high standard:

In a sketchbook, student demonstrated a highly creative response to the client brief, evidenced through images and written notes, bubble diagrams, floor plans with furniture layouts and traffic flows, images and written notes of FF&E options, and rendered technical drawings (Assignment 4, task 1 and 2).

Plagiarism is a serious academic offence. All sources used in assignments must be cited and referenced appropriately using the Harvard Referencing and Citation System. Please refer to the Student Handbook for more information.